

## Mansion - a text Adventure game

An Adventure game is a game in which the object is to perform successfully some predetermined task, usually against all odds. In these games, the important quality is mental dexterity rather than speed of response or physical coordination.

Adventure games are played by entering typed commands into the computer which responds accordingly. The game is played in some scenario, be it an alien planet, a magical land, a lost island, or as in this case, an old country mansion.

Press SHIFT to continue....

As you endeavour to reach your objective you will have to overcome various obstacles ; for example, if your objective was to enter a fortified city, some way to get past the gates would have to be found, and it is the ability to find solutions to the problems faced which makes a good Adventurer.

Some of the problems you face will be easy to overcome, having obvious solutions. To solve others may require much thought and ingenuity. To solve some, you may need to have previously solved other problems. You will doubtless find yourself baffled if not frustrated at some point. This is part of the fun of adventure gaming.

Press SHIFT to continue....

The task set before you in 'Mansion' is to recover from the old mansion in which you find yourself the lost and legendary ruby 'Blood and Fire'. The mansion is large, and having been left deserted and empty for a considerable length of time may be dangerous. Nevertheless, it will be worth risking your life since the gem for which you quest is one of unmatched size and quality, and is practically priceless. Your quest will not be easy, so good luck!

Press SHIFT to continue....

## Instructions :

At all times, the display will show, at the top of the screen, a description of your present location and the directions in which you may travel, followed by any additional information about your location. At the bottom of the screen there will appear a prompt for you to enter your command to the computer. These commands will be essentially of one of two main types:

1. A direction command. You will need to move from place to place to complete your mission, so you must sometimes move North, South, East, West, Up or Down depending on where you wish to go and on whether there is an exit in your desired direction

Press SHIFT to continue....

2. Action commands. Obviously, in order to complete your task you must do more than just move from place to place. You will need to get various objects, use these in various ways and so on. You must do all these by entering a suitable command.

In this adventure, the following provisions have been made for the entry of commands :

When the prompt appears at the bottom of the screen, a command of length up to 50 characters may be entered. During entry, the DELeTe key may be used, but not the cursor keys. When you have entered your command, press the ENTER key.

Press SHIFT to continue....

When entering commands, upper or lower case letters may be used and both are equally acceptable and may be intermixed. When your command has been entered using the ENTER key, it will be printed in the middle portion of the screen, and the computer's response printed below it.

In the case of direction commands, any of the following forms is acceptable :

1. A one letter abbreviation for the required direction i.e. n,s,e,w,u,d.
2. The full English spelling of the required direction i.e. north,east etc.
3. Either of the two above forms with the word 'go' before it. i.e. go e, go north, go down etc.  
Press SHIFT to continue....

Therefore for a direction command the following are examples of possible legal commands :

N ; north ; go east ; go South ; go N ;  
go d ; n ; down ; e ; up        etc.

In the case of action commands :

Basically, these commands will consist of a verb followed by a noun. The verbs and nouns used will depend greatly upon the situation and what you therefore intend to do. Due to the extensive vocabulary of this game, it is unlikely that a verb or noun which comes to mind as necessary to solve the problem in hand will not be recognised.

Press SHIFT to continue....

To take examples which could come from an adventure set, for example, in a magical forest:

Climb tree ; dig hole ;  
take branch etc.

As can be seen, these commands are rather restrictive, particularly in that the words 'a' and 'the' cannot be used and in that only one command can be entered at a time. Therefore, in this game, the words 'a' and 'the' are permitted and commands can be strung together to form 'sentences' using 'and' or 'then' and marks of punctuation i.e. commas, full-stops, colons etc. Thus you might enter the following :

Press SHIFT to continue....



Take the spade and dig a hole, then take the rope and climb the tree. Get a branch

The computer would then deal with this command step by step, stopping if any part were impossible to carry out. Using commas, colons etc, as many action and/or direction commands as will fit within 50 characters may be entered at once. It is often useful to string a number of direction commands together in one command if you know where you are going and thus avoid having to make each move separately.

Press SHIFT to continue....

Once the computer has accepted your command, it will either move you to your new location if the command was a direction command, or respond in some way by printing a message below your command. After a short interval to allow you to read the response, the message will disappear before you enter your new command. However, if you wish to carry on sooner at any stage, pressing the SHIFT key will cut the pause short. Conversely, if you want more time to read the message, holding down the CTRL key will lengthen the pause as long as it is held down. Thus, there will always be ample time to read even the longest responses.

Press SHIFT to continue....

While it is up to you to find out the words which you will need to solve specific puzzles, there are some words which you will need to know and use frequently. These are as follows :

TAKE or GET. These words are used to pick up an object which is at your location. An object **MUST** be picked up before it can be used by you. e.g  
TAKE BOTTLE ; GET WIRE etc.

PUT or DROP. These words are used to get rid of an object which you are carrying. You may have to drop one or more objects at some point since you can only carry 9 objects at a time.

Press SHIFT to continue....

HELP. If you enter this word or its abbreviation, H, the computer will suggest a word from its vocabulary. This word may inspire you to find a solution to some problem you are facing, or have faced, or may be totally useless. This method of providing limited assistance allows you to rely heavily on your own skill while receiving an aid to your thought on the solution of a puzzle.

INVENTORY. This word or its one letter abbreviation, I, when entered will cause a list of the objects you are carrying to be displayed.

Press SHIFT to continue....

RESTART. If this command is entered then the game begins again at the start.

QUIT, END or STOP. Entering any of these words has the effect of doing what they suggest. You will be given the option of leaving the program or starting again.

SAVE. If you are to complete the whole Adventure, then this will not be accomplished by your endaevoures at a single 'sitting'. You will therefore need at various stages to record your current position, on tape, to return to at some later oppurtunity. If SAVE is entered as a command, then the computer will save the Adventure at your current position on a tape and then allow you to continue with your quest.

Press SHIFT to continue....

SAVE (cont..) When the command SAVE is used to record your position, the copy on tape is of the whole adventure so that this is a complete entity in itself and is independent of the original program. When it is loaded, using [CTRL] and [ENTER] in the normal way, it begins the adventure from your recorded situation, and if the beginning of the adventure is returned to e.g. after RESTART or QUIT, END, or STOP then it is to this point that the program returns.

The SAVE command may be used more than once, though remember that after it is used, the point at which it was used is the last point to which the game can return.

Press SHIFT to continue....

You should now be able to tackle the  
adventure itself.

n.b. In future the Adventure may be run  
independently of this program.

Do you wish to view the instructions  
again ? (y/n)